

# 'DEMON GOBBLER'



FOR  
SEGA  
SG-2000



*Fast action with super graphics and sound effects. You must gobble up all of the dots in the maze before you are gobbled up by a demon. However if you can make it in time to eat up a power pill then you can chase and gobble up the demons for extra points! Lots of fun! (ARCADE GAME)*

TRIDENT TECHNOLOGICAL SYSTEMS

# DEMON GOBBLER

## OBJECT OF GAME PLAY:

You must devour all of the food dots in the maze without being caught by a DEMON! How many frames can you complete?

## IMPORTANT POINTS ON PLAYING THE GAME:

At the bottom of the screen display are the following: Score, Gobblers left and your Time limit. You must gobble up all of the food dots before your time runs out. If your time runs out, then you will be devoured by an invisible DEMON! You start the game with 3 gobblers. You will receive an extra gobbler at every 10,000 points. The game will end when all of your gobblers have been eaten. Every now and then a bonus will appear on the screen, the bonus will appear as one of the following: GREEN APPLE, CHERRY or a MEAT PIE. To collect this bonus you must gobble it up. Bonus will only appear if your gobbler does not get eaten up by a demon. You must avoid the demons when they are a yellow color. To eat a demon you must first eat a power food dot (these are located at the four corners of the maze), the demons will turn a blue-yellow color while they are this color you may eat them up for extra points! Before the demons become dangerous they will flash a yellow-green color. You may still eat up the demons while they are green.

## SCORING:

Food Dots	—	20 Pts
Power	—	100 Pts
Bonus	—	250 Pts
Demon	—	500 Pts

## HOW TO PLAY:

Use the joystick to control the direction of the gobbler.

Or the keyboard

	— up
	— down
	— left
	— right

## LOADING INSTRUCTIONS

1. Turn on the computer.
2. Place the tape into the recorder and rewind it.
3. Type LOAD and press the (CR) key.
4. Press the PLAY button on the recorder.
5. After loading you must immediately type RUN and press the (CR) key. (You must leave the tape recorder on).

The program will start running when loading is completed.

NOTE: On the SEGA SR-1000 data recorder the PLAY button has been replaced by the LOAD button.

If a loading error occurs then rewind the tape and try again from Step 1 with a different volume setting. If you still cannot load the program then use the copy on the other side of the tape.

IMPORTANT: You should always rewind the tape after use and place it back into its case, as otherwise this may damage the tape by not doing this.